



Immersive Learning Technologies

Mr. Peter Smith

Lead, ADL Immersive Learning Team

08/20/2009

Report Documentation Page				Form Approved OMB No. 0704-0188	
Public reporting burden for the collection of information is estimated to average 1 hour per response, including the time for reviewing instructions, searching existing data sources, gathering and maintaining the data needed, and completing and reviewing the collection of information. Send comments regarding this burden estimate or any other aspect of this collection of information, including suggestions for reducing this burden, to Washington Headquarters Services, Directorate for Information Operations and Reports, 1215 Jefferson Davis Highway, Suite 1204, Arlington VA 22202-4302. Respondents should be aware that notwithstanding any other provision of law, no person shall be subject to a penalty for failing to comply with a collection of information if it does not display a currently valid OMB control number.					
1. REPORT DATE 20 AUG 2009		2. REPORT TYPE		3. DATES COVERED 00-00-2009 to 00-00-2009	
4. TITLE AND SUBTITLE Immersive Learning Technologies				5a. CONTRACT NUMBER	
				5b. GRANT NUMBER	
				5c. PROGRAM ELEMENT NUMBER	
6. AUTHOR(S)				5d. PROJECT NUMBER	
				5e. TASK NUMBER	
				5f. WORK UNIT NUMBER	
7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES) Advanced Decision Learning (ADL),1901 N. Beauregard Street Suite 600,Alexandria,VA,22311				8. PERFORMING ORGANIZATION REPORT NUMBER	
9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES)				10. SPONSOR/MONITOR'S ACRONYM(S)	
				11. SPONSOR/MONITOR'S REPORT NUMBER(S)	
12. DISTRIBUTION/AVAILABILITY STATEMENT Approved for public release; distribution unlimited					
13. SUPPLEMENTARY NOTES ImplementationFest2009, 18-20 Aug 2009					
14. ABSTRACT					
15. SUBJECT TERMS					
16. SECURITY CLASSIFICATION OF:			17. LIMITATION OF ABSTRACT Same as Report (SAR)	18. NUMBER OF PAGES 14	19a. NAME OF RESPONSIBLE PERSON
a. REPORT unclassified	b. ABSTRACT unclassified	c. THIS PAGE unclassified			

Why Immersive Learning Technologies?

- Provide engaging opportunities for authentic practice with measurable results
- Provide opportunities for educators and learners to better identify performance gaps
- Provide instant feedback that help learners self regulate and maximize their training effectiveness

- Games
 - James Xu
- Virtual Worlds
 - Keysha Gamor
- Mobile
 - Judy Brown
- Web 2.0
 - Mark Friedman



... and It's Not Just Games

- *“The smartest programmers don’t work for Uncle [Sam] anymore – they develop video games.” – Tom Clancy, *Teeth of the Tiger* pg. 105*



- Accessibility
 - IA Issues
 - Access to Enabling Technology
- Assessment
 - Tracking Behavior is More Complicated
 - SCORM Not Truly Designed for Immersive Environments
- Interoperability
 - Technologies Do Not Interoperate With Each Other
 - Technologies Do Not Integrate with Current LMSs



Current ILT Initiatives

- Virtual World Standards Working Group Meetings
 - A working group comprised of experts in virtual worlds explore coming standards and the potential role of ADL
- Immersive Learning Pod-Cast Series
 - A coming series of pod casts where members of the ILT Team sit down with leaders in the ILT space



Current ILT Virtual World Initiatives

- Virtual World Test Bed
 - The test bed will be comprised of over a dozen functioning virtual worlds allowing us to test and compare affordances
- Team Orlando SecondLife Island
 - Part of Linden Labs MiLands Initiative, the ADL will be developing demonstrations and tests of ADL technologies



Current ILT Game Initiatives

- Games Test Bed
 - The test bed contains many of the games and supporting technologies used by the DoD today
- Mini-Game Development
 - A group of small games being developed with DAU covering many topics in their current curriculum



Defense
GAMETECH
User's Conference

WHEN?

29-31 March 2010

WHERE?

Hilton Orlando
6001 Destination Parkway
Orlando, Florida



www.teamorlando.org/gametech

Innovation in Gaming **AWARD!**

Competition for the most innovative
use of gaming technology by
DoD users

Applications Available Soon on
GameTech and ADL websites

Award Presented at GameTech
2010

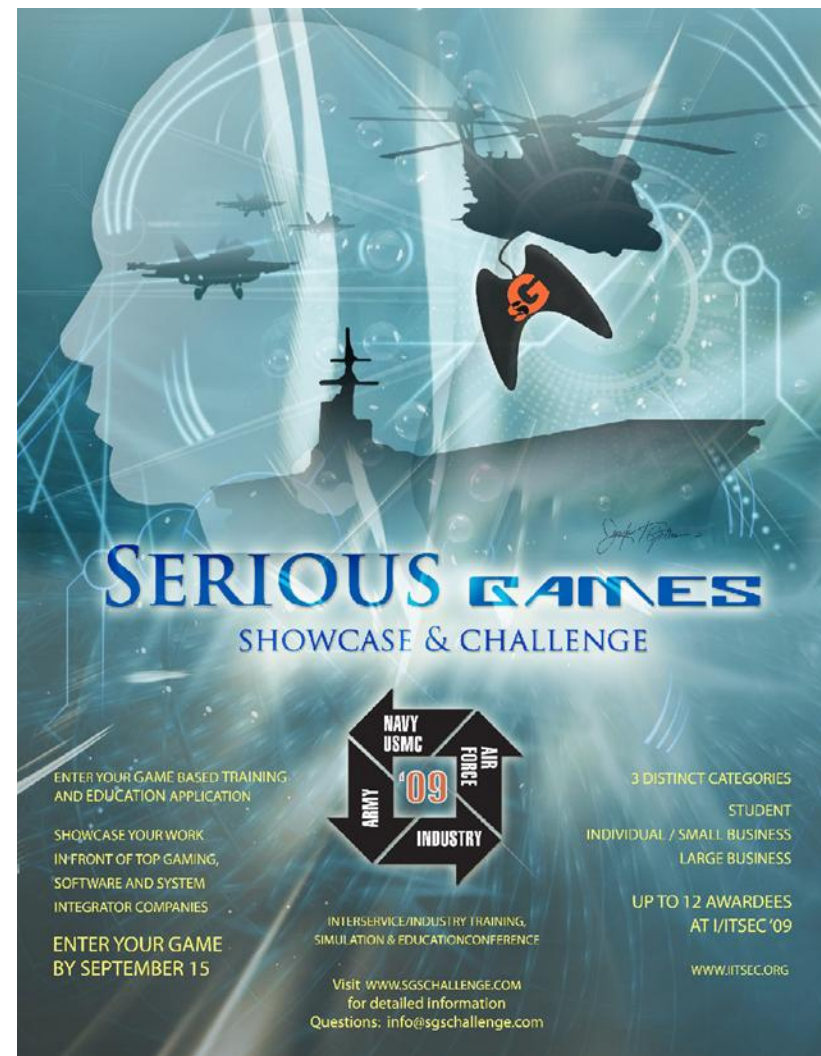


Virtual World Challenge

- The invitation is out to the world: Show us how you would improve the Government's training and analysis capabilities in virtual worlds and in return gain recognition and awards.
- Government agencies are encouraged to become involved as evaluators.
- More information is available at www.fvwc.army.mil or by emailing fvwc.sttc@us.army.mil



- Serious Games Showcase & Challenge
- 4th Annual Event Currently Accepting Games
- Selected Games Displayed on I/ITSEC 2009 Floor
- For more Info:
www.sgschallenge.com



Immersive Learning in ADL

- Immersive Environments in ADL
 - Games, Virtual Worlds
- Social Learning in ADL
 - Social Networking, Web 2.0, Twitter



Questions or Comments?

Peter Smith

Team Lead, Immersive Learning Technologies

peter.smith.ctr@adlnet.gov

+1.407.384.5572